

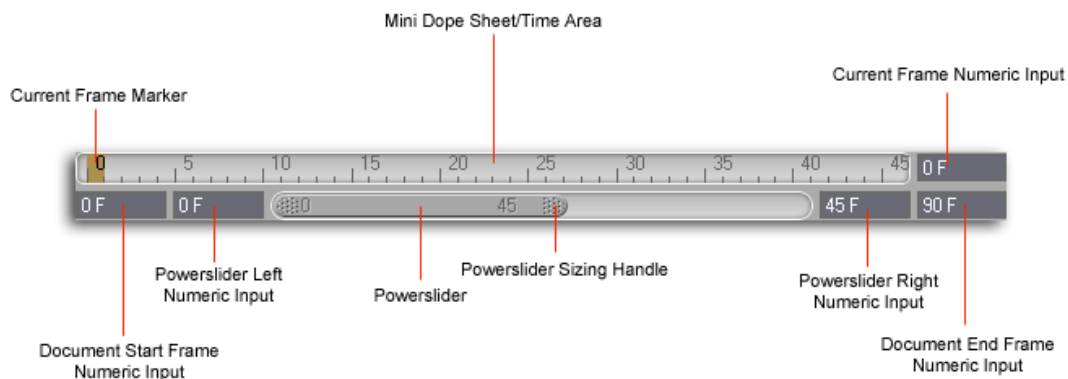
# XStacy::Powerslider

A plugin for Cinema 4D R8.2 through R9.5 by Per-Anders Edwards ©2005 The Third Party

Congratulations on your purchase of XStacy::Powerslider a new animation and workflow tool for Maxon's Cinema 4D by The Third Party.

XStacy::Powerslider requires Cinema 4D R8.2 through to Cinema 4D R9.5, a three button mouse and either an IBM Compatible PC running Windows or an Apple Macintosh running OS X.

## The Slider



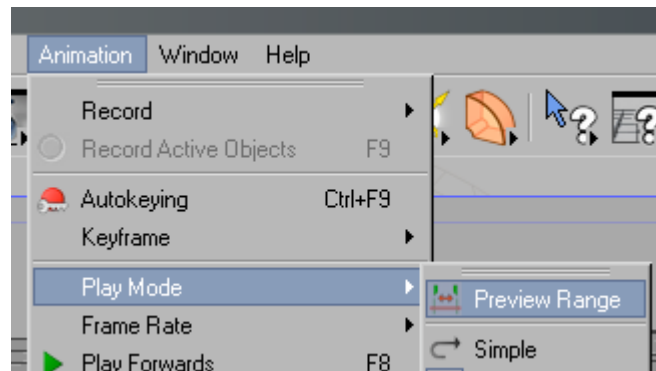
The XStacy::Powerslider is designed to help you quickly and efficiently block out animation without having to open the timeline window and as a replacement for Cinema 4D's Timeline Scrollbar. To this end's it incorporates a key area with miniature dope sheet capabilities, project settings controls and a Powerslider designed to quickly and easily navigate to the precise area you need.

The Powerslider controls the area shown in the Time Area. This allows you to very quickly and accurately work in a small area of the overall timeline. Clicking and dragging the handles allows you to resize the Powerslider, and thus set the start/end frame shown in the Time Area.

The Powerslider is linked to Cinema 4D's preview area. This means that when you set the Powerslider you are setting the Preview area.

To quickly set the Powerslider to the maximum area click once on it then press **CTRL/Command+A**, this will set it to fill all.

It may be desirable in Cinema 4D to set the “Preview Range” Play Mode (Animation->Play Mode->Preview Range), this will make the playhead loop within the visible area in the Time Area.



You can set the Powerslider’s handles numerically using the boxes immediately to either side of the Powerslider.

The boxes to the far left and far right of the Powerslider control the Project settings, allowing you to change the document length, starting and end times without opening the Project Settings panel in Cinema 4D.

**Clicking and dragging in the Time Area** will act just like the default Cinema “Timeline Scrollbar” you find at the bottom of your viewport area by default. If you wish to set the current frame numerically you can do so in the numeric input on the right of the Time Area.

**Tapping the Space Bar once you have clicked in this area** adds in Markers to the Time Area, these are just visual cues to let you know that something should happen here, you can tap the space bar whilst the playhead is in motion::



**ALT+Click dragging** in this area allows you to move the playhead without animating the document. This is particularly useful should for instance have set up a pose, and then suddenly find that this isn’t the frame you wanted to record it on. Just CTRL+Drag the frame marker to where you wanted it to be, and you can press the record button without fear of losing the pose.

**CTRL Key whilst dragging** (after the initial click) can show a paste preview (more on this later).

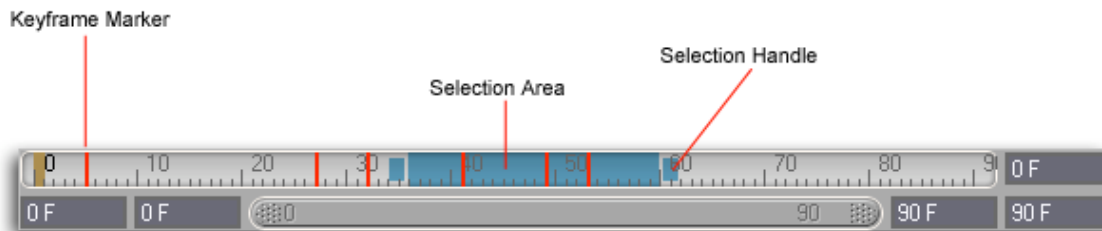
**CTRL+Clicking** in the Time Area will record a keyframe at the place clicked without moving the playhead. This will essentially allow you to set up poses and point and click where in the timeline you want them recorded.

**Double Clicking** on either the Powerslider or the Time Area will cause the document to Play/Stop.

**Shift After Clicking+Dragging** in the Time area will snap the playhead to any visible keys.

**Shift Before Clicking+Dragging** in the Time Area drags out a selection within the Mini Dope Sheet. **Shift Clicking** will, if there is a selection already, Deselect All. If there is no selection already it will make a Single Frame Selection.

Once you have clicked in the Time Area keyboard shortcuts area available for Selection manipulation including **CTRL/Command+A** to select all and **CTRL/Command+D** to deselect all. Making a selection over keys will select and show those keys attributes within the Cinema 4D Attributes Manager window.



If you have an object selected and it has any keyframes on it they will show up in the Time Area as above. If individual tracks of selected objects are selected in the timeline then they are all that will show in the Time Area.

With a selection you can control the keyframes within its bounds a number of ways.

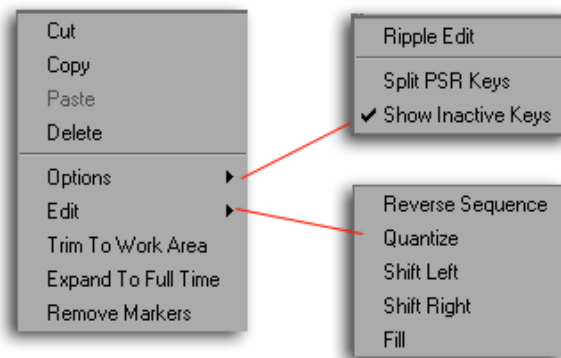
Interactively you can control it by **Middle Mouse Button Dragging in the Time Area**. If you do not click directly on the handles then this will shift the selection and any keys within it around. The keys cannot move beyond the extents of their sequences, thus if you find your keys sticking at a point open the Timeline window in Cinema 4D and edit the lengths of your sequences. Additionally the keys will not move off of the sequences that they are currently on.

If you **Middle Mouse Button Drag the selection handles** it will scale the selection out. **Holding down the SHIFT key** at this point will Quantize the keys being scaled (otherwise they will take up sub frame positions).

**Alt+Dragging with either the Left Mouse Button or the Middle Mouse Button the selection handles** will scale the selection from both sides. Once you have a selection you can **Left Mouse Button drag the selection handles** too to manipulate the selection without moving the keys inside of it.

Holding down the **CTRL Key whilst Middle Mouse Button dragging** either the selection or the selection handles will duplicate the keys inside.

**Right Mouse Button Clicking** in either the Time Area or on the Powerslider will bring up a contextual menu with a number of further options.



The top four options are the standard Cut/Copy/Paste/Delete you'd expect in any edit menu. If you click in the Time Area you can access these also via the standard keyboard shortcuts:

- Cut : CTRL/Command+X**
- Copy: CTRL/Command+C**
- Paste: CTRL/Command+V**
- Delete: Delete/Backspace Keys**

If you choose to Copy a selection you will find a few visual cues are given in the Time Area, firstly a box will appear around the area where you are copying from. Then if you **hold down the CTRL key whilst dragging** you will get a preview of the keys to be pasted, allowing you to precisely see where they will go:



Underneath that are further options, firstly the Options menu, in here you get some controls over the way the XStacy::Powerslider works.

**Ripple Edit** makes space for any selection you intend to paste in by moving keys after it on by the number of frames the selection covers. This basically means it inserts the pasted frames rather than overwrites them. It also affects selection deletion, as the frames after the selection will be moved down by as many frames as there were within the selection.

**Split PSR Keys** gives you a little more information about the types of keys you are dealing with. It splits Position/Scale/Rotation keys into distinctly different visual key types:



The bars showing the keyframes get split vertically, and have different colors for the Position/Scale/Rotation and other tracks. Position takes the top, Scale takes the middle, and Rotation takes the bottom.

**Show Inactive Keys** allows you to see keys on unselected tracks as ghosted and slightly thinner keys. You cannot select or edit them, but they are there as guides for your current animating:



Under the **Edit menu** we come to controls to quickly modify the keys within the selection and the selection area itself.

Starting out with a simple sequence and selection we can see what happens with the different options:

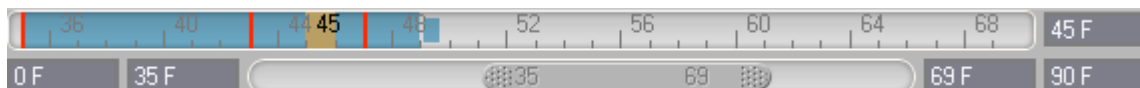


**Reverse Sequence** simply flips all the keys within the selection as follows:



**Quantize** will set any keys that are on subframes onto the nearest full frame marker.

**Shift Left** moves the sequence so that the left most keyframe is now at the left of the currently visible area in the Time Area:



**Shift Right** moves the sequence so that the right most keyframe is now at the right of the currently visible area in the Time Area:



**Fill** scales up the selection so that the left most keyframe is now at the left of the currently visible area and the right most keyframe is at the right of the currently visible area within the Time Area:



This will not quantize the frames so you may need to quantize them afterwards.

Back in the main menu the last three options are:

**Trim To Work Area** sets the Document minimum and maximum time to be the same as the PowerSliders minimum and maximum time values, thus from:



we get this:



**Expand To Full Time** does the opposite, in that it sets the Powerslider's minimum and maximum values to be the same as the documents. You can also do this by clicking once on the Powerslider then pressing CTRL/Command+A



**Remove Markers** deletes any markers within the current selection. Markers are not saved with the document, nor do they change with the document.

XStacy::Powerslider comes with XStacy::Elements, the GUI Modification for Cinema 4D, and it is within the XStacy::Elements preference pane (Edit->Preferences) that you will find the controls for the colors of the XStacy::Powerslider (as well as for the XStacy::Elements sliders). If you already have XStacy::Elements you will need to install this newer version in it's place, and possibly press the **"Reset To Defaults"** button within it's interface in order to fix the colors.

